

2021 PROVINCIAL SKILLS CANADA FASHION TECHNOLOGY COMPETITION

All on one day in APRIL, 2021 Virtual

(At various competition sites, such as Eric Hamber and other schools)

1] GENERAL INFORMATION

A) Purpose of the Challenge

Assess the contestant's ability in critical thinking, creative design, pattern making, and sewing construction in the field of women's apparel design.

Students will manipulate the basic pattern block to include required design elements (see below) and construct a Denim Business Casual dress for the 18 – 25 market.

B) Duration of Competition

The competition day will last **6 hours. 5 hours and 30 mins.** for the actual competition.

The mandatory orientation session begins at **8:30 AM. The competition runs from 9:00 AM until 3:00 PM with a mandatory lunch break scheduled at 12:00 for 30 minutes.**

C) Skills and Knowledge to be tested. The contest will focus on practical work. Theoretical knowledge is limited to what is necessary to carry out the practical work. Candidates will complete a Denim Business Casual dress.

****NOT YET AVAILABLE – KEEP CHECKING PLEASE (JANUARY 2021).**

2] COMPETITION DESCRIPTION

A) Pre-Competition Elements

Prior to the competition, each competitor must complete:

- Fashion illustration in colour featuring your design
- Both front and back of the garment must be drawn and clearly indicated
- No excess embellishments and/or 3D elements are allowed on the illustration
- Technical drawing of your design (template available from Skills Canada website)
- Technical drawing **must** include **both front and back** with all construction details clearly indicated (can be hand or computer produced by the competitor)
- Drawing must be done either by hand in **fine black pen** or using computer software such as Illustrator

These drawings must be submitted during the competition orientation on A4 paper. The illustration and technical drawing **will not be marked on their own BUT** must be presented to provide a general impression of what the garment will look like; **marks will be deducted** if either or both the drawing and illustration is not available.

B) Test Project Description

BUSINESS CASUAL DRESS for the 18 – 25 age market. See above.

C) Mandatory Dress Elements

The following list of elements must be incorporated into your dress.

1) **UNCHANGABLE ELEMENTS:** the following elements must not be changed or altered in any way. The pattern pieces must be used as given.

Two-piece shirt collar

Sleeve cap/armhole (set-in sleeves)

15 cm placket/neckline

Shoulder length

Armhole shape

Minimum 20cm below hipline and maximum 20 cm below mid knee.

2) **1 cm** seam allowances provided

3) **Two symmetrical** pockets must be added (patch, in-seam, welt pocket, etc.)

4) A functional invisible zipper, minimum 30cm & maximum 55cm. as a comfortable closure to get in and out of the garment.

5) **All darts** must be converted into functional and/or design lines (seams, pleats, gathers, new design darts, tucks, ruffles, yokes, cuffs, etc.)

6) Sleeve manipulation design **excluding** the sleeve cap/armhole.

7) All seams must be finished by appropriate method of your choice. I.e. Serging, flat fell etc.

No raw edges!

8) Hems must have appropriate finishing/treatment. **NO raw edges!**

9) Both sides of the material **MUST** be incorporated into the garment.

D) Competition Day Requirements

On the day of the competition, all competitors will be required to do the following:

1) Submit their fashion illustration and technical drawings during the competition orientation at **8:30 AM**. (Please **DO NOT** put your name on technical and/or illustrations; you will be assigned a competitor number at the orientation meeting, which you will then use to label your illustration and drawings.)

2) Design and create a pattern from the supplied basic block for a business casual dress that includes all mandatory elements listed above.

3) Competitors will construct their dress using the pattern they have created, using only materials provided by the competition committee.

4) Demonstrate through their dress appropriate interfacing and pressing techniques.

5) Present your completed garment on provided hangers.

Competitors must comply with security regulations and safety protocols at all workstations.

Competitors must also keep their workstations **neat and tidy**, and **clean up any mess on the ground or in workstations according to basic WorkSafe BC guidelines**.

E) Notes to Competitors

All work must be identified only by assigned competitor number, **NOT COMPETITOR'S NAME**.

Competitors must stay inside their assigned workstation area except when using communal equipment (I.E. Sergers, irons, communal supply table).

It is prohibited to talk to other competitors during the competition.

NO personal listening devices will be allowed. USE ear plugs if desired.

Working areas must be kept neat and clean for safety reasons; any messes made by competitors must be cleaned up. Marks **MAY BE** deducted for safety reasons if working areas are not kept neat and clean.

The only notions and supplies allowed, to be used in your garment are located at the common supply table; extra notions and supplies (interfacing, pattern drafting paper, lining etc.) are available on request. Competitors **MAY NOT** use any notions that they bring with them.

Competitors will be provided with a length of fabric, drafting paper, basic block (industry size 8), thread, and bobbin at their workstation at the beginning of the day.

The completed pattern will NOT be evaluated; however, it MUST be submitted in case during the marking process, there are questionable elements that will require clarification with the pattern pieces.

NO REFERENCE MATERIALS OF ANY KIND MAY BE CONSULTED AT ANY POINT DURING THE COMPETITION INCLUDING DURING BREAKS.

All drafting work must be done on the block and drafting paper supplied; all working and finished patterns must be submitted at 12:00 PM.

F) Competition Schedule

Times are approximate and subject to change.

8:15 – 8:30 AM: Set-up

8:30 AM: Competition orientation, workstation preparation, machines tested and threaded

- Technical sketches and fashion illustrations collected at this time (Please label your board with your assigned competitor number)
- **9:00 AM:** Competition Start
- 12:00 PM: Lunch break
 - ALL PATTERNS COLLECTED FOR MARKING IN PROVIDED ZIPLOCK BAG
 - Competitors must stop working
 - Eat lunch, relax, and go to the washroom at this time
- **12:30 PM:** Competition resumes
- 3:00 PM: Competition ends
- All garments must be handed in by **3:05 PM** on the hangers provided.
- *Workstations and surrounding areas must be cleaned up, bobbin cases and communal equipment/extra notions must be returned.*

Results will be emailed out to competitors on Saturday or Sunday. Award presentations will be scheduled once results are finalized.

3] EQUIPMENT, MATERIAL, CLOTHING

A) Equipment and supplies provided by SkillsBC

Equipment

Sewing machines (domestic and/or semi-industrial and/or industrial)

Sergers (domestic and/or industrial, communal)

Irons (gravity feed, communal)

Ironing boards (communal)

Supplies:

- 3.0M of ~150CM wide dress weight weave fabric (No stretch). In the event a suitable denim is not available; 2 meters and 1 meter (either 2 different solid colours or 1 colour and 1 print), options depend on availability will be provided.
- Basic dress pattern block (with mandatory element pattern pieces included)
- 2.0 m newsprint for pattern drafting (additional material available from supply table)
- Matching threads (additional thread available from supply table if necessary)
- ONE invisible zipper
- Interfacing

B) Equipment and supplies provided by the competitor

- Toolkit needed to construct the garment including at least the following: ruler sets, tape measure, pins, hand sewing needles, scissors (fabric and paper), pencils and erasers, marking equipment (chalk, tracing wheel, etc.), seam ripper.
- Toolkit required to draw pattern including at least the following: pencils and erasers, ruler sets, tape measure, Scotch Tape, felt pens, tracing paper or marking purposes.

4] ASSESSMENT

Creativity of Design | 10%

Mandatory Details | 25%

Degree of change from basic dress block | 10%

Garment construction quality and techniques | 50%

General Aspects | 5%

The **illustration and technical** drawing will not be marked on its own, but must be presented to provide a general impression of what the garment will look like; marks will be deducted if either or both the drawing or illustration is not available.

Marks **MAY BE** deducted for safety reasons if working areas are not kept neat and clean.

5] ADDITIONAL INFORMATION

A) Ties

If two or more competitors are tied in medal positions, the degree of difficulty for technical elements will break the tie. The Competition Chair will determine medal placings if competitors are still tied.

B) Advancement

The SkillsBC Provincial Fashion Technology Competition is open to the regional gold medalist. Please advise the Competition Chair if you will be able to attend. Silver medalists **may** also be eligible to compete at the Provincial competition if space is available.

The Skills Canada British Columbia Provincial Competition will take place in April 2021, most likely as a virtual competition (most information will follow).

The Provincial gold medalist will be eligible to represent BC at the 2021 Skills/Competences Canada National Competition in late May 2021 as a cross country virtual competition. The Skills Canada British Columbia competition rules are applicable in areas not covered by the Scope Document. The Scope Document is the main reference document in running this competition.